

GAME PLAY WALKTHROUGH v2.1



LOCK 'N LOAD TACTICAL v4.1 "ASSAULT ON VIERVILLE" WALKTHROUGH

Introduction

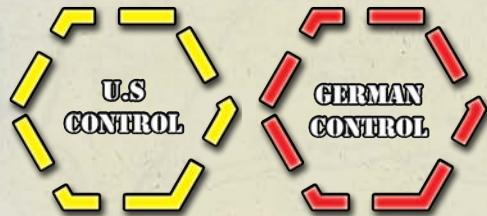
The following is a detailed walk-through of the **Lock 'n Load Tactical (LnLT)** demonstration scenario “Assault on Vierville”. It is meant to help new players learn the **LnLT** System by being able to follow along an actual playing of a scenario.

Note: This scenario includes an Event, but in order not to spoil the Event included in the scenario, we have created an alternate Event Paragraph for the purpose of this walk-through, in case you want to play this scenario on your own at a future time.

Pre-Game Narrative

Victory is determined by the side that controls four (4) of the seven (7) possible Victory Hexes by the end of Turn 6 (Control of these Victory Hexes are tracked using Control markers, as shown in the picture below.). The Victory Hexes are: F5, F7, G6, G7, I5, I6, and J5. The US player controls all of the Victory Hexes at the start of the scenario. Control is defined in rule section 22.1.

Victory Hexes are denoted in the pictures by these Markers:



The US player begins the scenario with a small number of units, and not enough to defend each of the Victory Hexes. The US Setup concedes one of the Victory Hex-

es so that their units are not cut off from the main defensive positions, and avoiding the need to cross open ground to fall back to its main defensive position. The US units were placed to allow a good line of sight (LOS) to advancing units, as well as interlocking fields of fire. It will not be an easy task for the US player to hold off the numerically superior German forces. The US force setup is as follows:

Hex F7: 1 x 2-5-4

Hex G6: 1 x 1-4-4 with an M1919A4 (Assembled), and Cpl Medrow

Hex J5: 1 x 2-5-4

Sniper enters in accordance with rules section 11.4.

The German player has the numerical superiority in units, but must advance across open terrain, has a limited amount of time to accomplish its objective of capturing four (4) of the Victory Hexes, and has the burden of Victory resting on its shoulders. The German units enter play on Turn 1. The German forces are organized as follows:

Stack 1 - 1 x 1-6-4 with MG42 (bipod) and Lt Plassmann

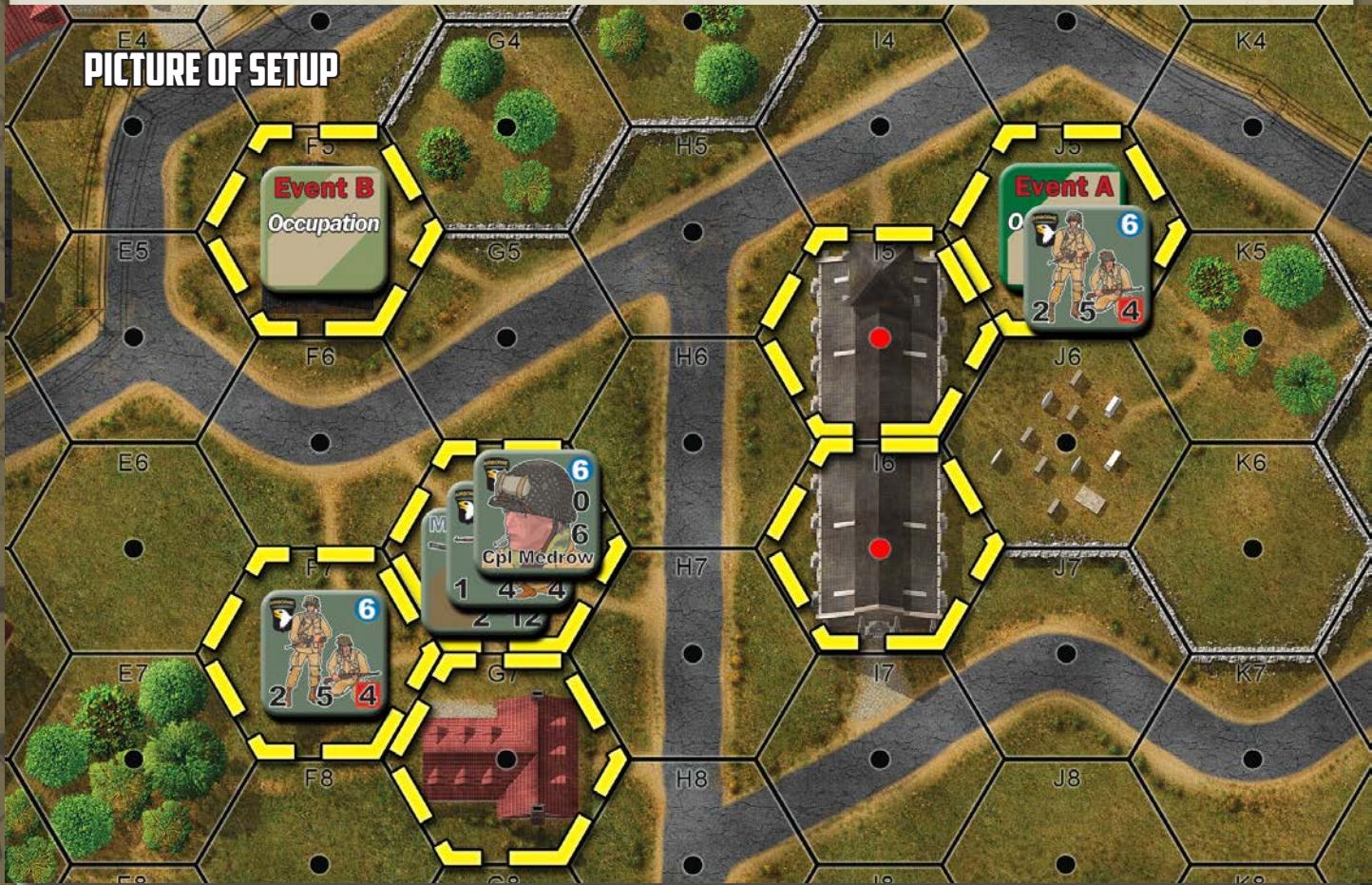
Stack 2 - 1 x 1-5-4, 1 x 1-6-4 with MG34, and Lt Koch

Stack 3 - 1 x 1-6-4 with MG34 and Medic

In accordance with Special Scenario Rule 3 (SSR 3), we roll a 1d6 to determine the German point of entry. A 4 is rolled, which results in the Germans entering from the north edge of the Map.

Since victory is determined by controlling four (4) of the seven (7) Victory Hexes, the Germans will concentrate their forces on the western Map edge and advance using the Buildings on the northwest Map edge as cover. The German plan is to

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control hexes F5, F7, G6, and G7 by the end of the scenario. **Note:** When moving units, the Movement Points (MPs) listed are the cumulative total to that point, i.e., move to hex D1 (Clear) is 1 MP, then to D2 (Brush), which is 1 MP, but will be listed as 2 MPs, then to D3, which is 1 MP, but will be listed as 3 MPs.

This walk-through is meant to assist players in learning to play the **LnLT** System, as such, some of the moves and actions in this walk-through are not tactically sound, but are done in order to present and teach a certain situation or set of rules.

TURN 1

Impulse 1

- The Germans begin the scenario with the initiative, so Lt Plassmann with the 1-6-4 and MG42 (bipod) begins the scenario by using Double Time (DT) Movement and enters hex D1 (Clear) for 1 MP, then moves to hex D2 (Brush) for 2 MPs, then on to hex D3 (Clear) for 3 MPs, then to hex D4 (Wood/LC Building) for 5 MPs, and ends its movement there. Mark stack with a Moved marker.

Impulse 2

- US player passes.

Impulse 3

- The Medic with the 1-6-4 and MG34 enters play by moving to hex B1 (Open) for 1 MP, then to hex B2 (Low Crops) for

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2 MPs, then to hex B3 (Low Crops) for 3 MPs, then ends in hex B4 (Open) for 4 MPs. Mark stack with a Moved marker.

Impulse 4

- The US player passes.

Impulse 5

- Lt Koch with the 1-6-4 and MG 34 and 1-5-4 enters play using DT Movement at hex E0 (Open) for 1 MP, then to hex E1 (Brush) for 2 MPs, then to hex E2 (Open) for 3 MPs, then to hex E3 (Wooden/LC Building) for 5 MPs to end their movement. Mark stack with a Moved marker.

Impulse 6

- Now that all of the German units have moved, the US player feels comfortable to unleash some firepower. The US player uses his impulse to place his Sniper in hex D7, and fires into hex B4 with the Medic and 1-6-4 with MG34. Randomly determine which units gets attacked by the Sniper. On a 1 to 3, the 1-6-4 with MG34 gets attacked, and on a 4 to 6, the Medic gets attacked. The US player rolls a 6, so the Medic is the target of the attack. The Sniper rolls 2d6 and adds the results together for the attack, which then gets added to the Sniper's Firepower (FP) of 0. In addition to this, the German units are marked with a Moved marker, so the Sniper's attack gets a +1 FP.

Attacker FP = 2d6 + 0 FP (Sniper's FP) + 1 target marked with a Moved marker.

Defender = 1d6 (No other Modifiers since the Medic is in Open terrain and doesn't have a Positive Terrain Modifier (+TM)).

Attacker = rolls a 5, 6, so: 5+6+0+1 = 12.
Defender = rolls a 3.

Damage Check (DC) = 1d6 + Attacker To-

tal of 12 less Defender Total of 3 = 9.
DC = 1d6 +9.

The German player rolls a 1, which results in a total of 10. The Medic's Morale is 6, so the result is greater than the Medic's Morale, but less than 2x its Morale. Checking the DFT Table for a Good Order (GO) Single-Man Counter (SMC), results in the Medic being Shaken. Flip the Medic over to its Shaken side.

Mark the Sniper with a Fired marker.

Impulse 7

- German player passes.

Impulse 8

- The US 2-5-4 in hex F7 fires into hex D4 with Lt. Plassmann and the 1-6-4 with MG 42 (bipod).

Attacker FP = 2 FP (2-5-4's FP) + 1d6 + 1 for German stack being marked with a Moved marker. Rolls a 5, so 2FP + 5 + 1 = 8 total.

Defender = 1d6 + 3 (TM of Wooden/LC Building). Rolls a 5, so 5 + 3 = 8.

Attacker Total of 8 = Defender Total of 8, so No Effect.

Mark US 2-5-4 with a Fired marker.

Impulse 9

- German player passes.

Impulse 10

- The US 2-5-4 in hex J5 moves to I5 (Stone/HC Building) for 2 MPs and ends its movement there. Mark 2-5-4 with a Moved marker.

Impulse 11

- German player passes.

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Impulse 12

- US player passes.

Impulse 13

- German player passes.

Three passes in a row, ends the turn. Remove all Admin markers and advance Turn marker to Turn 2. A picture of the situation at the end of Turn 1 can be seen on the above.

TURN 2

Determine the initiative. German player's 1d6 = 6 and the US player's 1d6 = 5. The Germans have the initiative on Turn 2.

The German Medic can Self-Rally so it attempts to Rally. The Medic is in Open terrain and since Open terrain does not have a positive Terrain Modifier (+TM), it does not get any modifiers to assist in its rally attempt. The Medic rolls 2d6 and compares the result to its Shaken side Morale of 6. The 2d6 result is 1, 4 or a total of 5, which is less than the Shaken Morale of 6, so the Medic rallies.

Impulse 1

- The German player activates hex B4 with the Medic and the 1-6-4 with MG34

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and moves the stack to hex B5 (Road) for 1 MP. The US 2-5-4 in hex F7 Opportunity Fires (Op Fire) on the moving stack.

Attacker FP = 1d6 + 2 FP (2-5-4 FP) + 1 Target marker with a Moved marker.

Defender = 1d6 (No other modifiers (DRMs) since the stack is in Open terrain and doesn't have a +TM).

Attacker rolls a 1, so 1+2+1 = 4.
Defender = rolls a 3.

DC = 1d6 + Attacker total of 4 less Defender total of 3 = 1.

DC = 1d6 +1.

The German player rolls a 6 for the Medic, which results in a total of 7. The Medic's Morale is 6, so the result is greater than the Medic's Morale, but less than 2x its Morale. Checking the DFT Table for a GO SMC, results in the Medic being Shaken. Flip the Medic over to its Shaken side. The German player rolls a 2 for the 1-6-4, which results in a total of 3. The 1-6-4's Morale is 5, so the result is less than the 1-6-4's Morale, so checking the DFT Table for a GO MMC results in a No Effect.

Mark the 2-5-4 with a Fired marker. Mark the Medic with a Moved marker. The 1-6-4 with MG34 will continue to move, and moves to hex B6 (Wood/LC Building) for 3 MPs. The 1-6-4 with MG 34 ends its movement in hex B6, so place a Moved marker on the 1-6-4 with MG34.

Impulse 2

- The US player passes.

Impulse 3

- The German player activates Hex D4 with Lt. Plassmann and the 1-6-4 with MG42 (bipod) and fires into hex F7 (F7

is now spotted due to the 2-5-4 being marked with a Fired marker).

Attacker FP = 1d6 + 1 Leadership Modifier (LM) + 1 FP (1-6-4's FP) + 2 FP (MG42's FP). Rolls a 5, so 5 + 4 FP = 9 Total.

Defender = 1d6 + 3 (TM of Wood/LC Building). Rolls a 5, so 5 + 3 = 8.

DC = 1d6 + Attacker total of 9 less Defender total of 8 = 1.

DC = 1d6 +1. US player rolls a 3, added to 1 results in a total of 4, which is less than the GO Morale of 6 for the 2-5-4, so No Effect.

Impulse 4

- The US player passes.

Impulse 5

- The German player activates hex E3 with Lt. Koch and the 1-6-4 with MG34 and announces he will be using Double Time (DT) Movement. The stack moves to hex F3 (Wood/LC Building) for 2 MPs, then moves to hex G3 (Road) for 3 MPs, then to hex G4 (Light Woods + Wall) for 5 MPs. The US 2-5-4 in hex I5 Op Fires on Lt. Koch and the 1-6-4 with MG34.

Attacker FP = 1d6 + 2 FP (2-5-4's FP) +1 target marked with a Moved marker. Rolls a 1, so 3 FP + 1 = 4 total.

Defender = 1d6 + 1 Lt Woods TM + 1 Wall TM. Rolls a 3, so 2 + 3 = 5 total.

Defender total is greater than the Attacker total, so No Effect.

Mark Lt. Koch and 1-6-4 with MG34 with a Moved marker, and the US 2-5-4 with a Fired marker.

Impulse 6

- The US player passes.

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Impulse 7

- The German player activates the 1-5-4 in hex E3 and moves it to hex F4 (Road) for 1 MP. The Sniper in hex D7 Op Fires on the moving 1-5-4.

Attacker FP = 2d6 + 0 FP (Sniper's FP) + 1 target marked with a Moved marker. Rolls 5, 2, so $1 + 7 = 8$ total.

Defender = 1d6 (no other DRMs since the 1-5-4 is in open terrain and doesn't have a +TM). Rolls a 2.

DC = 1d6 + Attacker's total of 8 less Defender's total of 2 = $6 - 2 = 1d6 + 6$. Rolls a 1, so $6 + 1 = 7$ total. The DC total of 7 is greater than the 1-5-4's GO Morale of 5, but less than 2x its Morale. Checking the DFT Table for a GO MMC results in the 1-5-4 being Shaken. Flip 1-5-4 to its Shaken side. Mark 1-5-4 with a Moved marker, and the Sniper with a Fired marker.

Impulse 8

- Cpl. Medrow and the 1-4-4 with M1919A4 in hex G6 fires at hex G4 with Lt. Koch and the 1-6-4 with MG34.

Attacker FP = 1d6 + 1 FP (1-4-4's FP) + 2 FP (M1919A4's FP) + 1 target marked with a Moved marker. Rolls a 1, so $1 + 4 = 5$ total

Defender = 1d6 + 1 Lt Woods + 1 Wall. Rolls a 4, so $4 + 2 = 6$ total.

Defender's total is greater than the Attacker's total, so No Effect. Mark Cpl. Medrow and the 1-4-4 with M1919A4 with a Fired marker.

No more units left to activate, so this ends the turn. Remove all Admin markers and advance Turn marker to Turn 3. A picture of the situation at the end of Turn 2 can be seen On the following page.



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TURN 3

Determine the initiative. German player's $1d6 = 3$ and the US player's $1d6 = 2$. The Germans have the initiative on Turn 3.

The German Medic (like all SMCs) can Self-Rally, so it attempts to rally. The Medic is in a Road hex and since open terrain does not have a positive Terrain Modifier (+TM), it does not get any modifiers to assist in its rally attempt. The Medic rolls $2d6$ and compares the result to its Shaken side Morale of 6. The $2d6$ result is 5, 5 or a total of 10, which is greater than the Shaken Morale of 6, so the Medic does not rally.

The Shaken 1-5-4 in hex F4 cannot attempt to rally since there isn't an eligible

unit (Leader, Hero, Medic) to rally the 1-5-4.

Impulse 1

- The German player activates the 1-6-4 with MG34 in hex B6 and moves it to hex C6 (Wood/LC Building) for 2 MPs. The Sniper in hex D7 Op Fires on the 1-6-4 with MG34.

Attacker FP = $2d6 + 0$ FP (Sniper's FP) + 1 target marked with a Moved marker + 2 target is adjacent to the Sniper. Rolls a 5, 3: so $8 + 3 = 11$ total.

Defender = $1d6 + 3$ (TM of Wood/LC Building). Rolls a 5: so $5 + 3 = 8$ total.

DC = $1d6 + \text{Attacker's total of } 11 - \text{Defender's total of } 8$.

DC = $1d6 + 3$. Rolls a 2, so $2 + 3 = 5$ total, which is equal to the 1-6-4's Morale, so

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No Effect.

Mark Sniper with a Fired marker.

The 1-6-4 with MG34 continues its movement into hex D7 for 4 MPs and engages in Melee with the Sniper. The Sniper is a Non-Melee Eligible (NME) unit and is eliminated. Mark the 1-6-4 with MG34 with a Moved marker and place a Melee marker in the hex.

Impulse 2

- The US player passes.

Impulse 3

- Lt. Koch attempts to spot hex G6, which is blocking terrain (Wood/LC Building) and needs to roll a 2 or less on a 1d6. Lt. Koch has a LM of 1 and can subtract 1 from this 1d6 roll. Lt. Koch rolls a 2, subtracts his LM of 1, to end up with a 1, which is less than the required 2 to spot the hex. Hex G6 is now marked with a Spotted marker. Lt. Koch and the 1-6-4 with MG34 now fire at hex G6.

Attacker FP = 1d6 + 1 FP (1-6-4's FP) + 2 (MG34's FP) + 1 FP (Lt. Koch's LM). Rolls a 6, so $6 + 4 = 10$ total.

Defender = 1d6 + 3 (TM of Wood/LC Building). Rolls a 3, so $3 + 3 = 6$ total.

DC = 1d6 + Attacker's total of 10 less Defender's total of 6 = 4.

DC = 1d6 + 4.

Cpl. Medrow rolls a 6, so $6 + 4 = 10$, which is greater than his Morale of 6, but less than 2x his Morale of 6. Checking the DFT Table for a GO SMC, results in Cpl. Medrow being Shaken. Flip Cpl. Medrow to his Shaken side.

The 1-4-4 with M1919A4 rolls a 3, so $3 + 4 = 7$, which is greater than the 1-4-4's

Morale of 6, but less than 2x its Morale of 6. Checking the DFT Table for a GO MMC, results in the 1-4-4 with M1919A4 being Shaken. Flip the 1-4-4 to its Shaken side.

Mark Lt. Koch and the 1-6-4 with MG34 with a Fired marker.

Impulse 4

- The US 2-5-4 in hex I5 fires at Lt. Koch and the 1-6-4 with MG34 in hex G4 (G4 is now spotted since it is marked with a Fired marker).

Attacker FP = 1d6 + 2 FP (2-5-4's FP). Rolls a 6, so $6 + 2 = 8$ total.

Defender = 1d6 + 1 Light Woods + 1 Wall. Rolls a 1, so $1 + 1 + 1 = 3$ total.

DC = 1d6 + Attacker's total of 8 less Defender's total of 3 = 5.

DC = 1d6 + 5.

Lt. Koch rolls a 3, so $3 + 5 = 8$, which is greater than Lt. Koch's Morale of 7, but less than 2x his Morale of 7. Checking the DFT Table for a GO SMC, results in Lt. Koch being Shaken. Flip him to his Shaken side.

The 1-6-4 with MG34 rolls a 2, so $2 + 5 = 7$, which is greater than the 1-6-4 with MG34's Morale of 5, but less than 2x its Morale of 5. Checking the DFT Table for GO MMC, results in the 1-6-4 with MG34 being Shaken. Flip the 1-6-4 over to its Shaken side.

Mark the 2-5-4 with a Fired marker.

Impulse 5

- The Shaken Medic in Hex B5 Low Crawls to Hex B6 (Wood/LC Building) for 2 MPs. Mark Medic with a Low Crawl Marker.

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Impulse 6

- The US Player passes.

Impulse 7

- The Shaken 1-5-4 in hex F4 Low Crawls to hex E3 (Wood/LC Building) for 2 MPs. Mark 1-5-4 with a Low Crawl marker.

Impulse 8

- The US player passes.

Impulse 9

- Lt. Plassmann and the 1-6-4 with MG42 (bipod) fires into G6 with the Shaken Cpl. Medrow and Shaken 1-4-4 with A1919A4.

Attacker FP = 1d6 + 1 LM + 1 FP (1-6-4's FP) + 2 FP (MG42's FP). Rolls a 2, so 2 + 1 + 2 + 1 = 6 total.

Defender = 1d6 + 3 (TM of Wood/LC Building). Rolls a 2, so 2 + 3 = 5 total.

DC = 1d6 + Attacker Total of 6 less Defender Total of 5 = 1.

DC = 1d6 + 1.

The Shaken Cpl. Medrow rolls a 4, so 4 + 1 = 5 total, which is less than his Shaken Morale of 6, so No Effect.

The Shaken 1-4-4 with M1919A4 rolls a 6, so 6 + 1 = 7 total, which is greater than its Shaken Morale of 6, but less than 2x its Shaken Morale of 6. Checking the DFT Table for a Shaken MMC, results in Casualties. This eliminates the Shaken 1-4-4 Half-squad. The M1919A4 is dropped and is not in possession of any unit currently.

Mark Lt. Plassmann and the 1-6-4 with MG42 (bipod) with a Fired marker.

Impulse 10

- The 2-5-4 in hex F7 now fires into hex G4 at the Shaken Lt. Koch and Shaken 1-6-4 with MG34.

Attacker FP = 1d6 + 2 FP (2-5-4's FP). Rolls a 6, so 6 + 2 = 8 total.

Defender = 1d6 + 1 Light Woods + 1 Wall. Rolls a 2, so 2 + 1 + 1 = 4 total.

DC = 1d6 + Attacker's total of 8 less Defender's total of 4 = 4.

DC = 1d6 + 4.

Shaken Lt. Koch rolls a 1, so 1 + 4 = 5 total, which is less than his Shaken Morale of 7, so No Effect.

Shaken 1-6-4 with MG34 rolls a 1, so 4 + 1 = 5 total, which equals the Shaken Morale of the 1-6-4 with MG34, so No Effect.

Mark the 2-5-4 with a Fired marker.

No more units left to activate; this ends the turn. Remove all Admin markers and advance Turn marker to Turn 4. A picture of the situation at the end of Turn 3 can be seen on the next page.



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TURN 4

Determine the initiative. German player's $1d6 = 4$ and the US player's $1d6 = 2$. The Germans have the initiative on Turn 4.

The German Medic can Self-Rally, so it attempts to rally. The Medic is in a Wood/LC Building that has a +TM, so he can subtract 2 from his Morale Check DR. The Medic rolls $2d6 - 2$, and compares the result to its Shaken side Morale of 6. The $2d6$ result is 1, 4, so $5 - 2 = 3$ total. The total of 3 is less than the Shaken Morale of 6, so the Medic rallies.

Lt. Koch, in hex G4, attempts to rally, and if successful, can attempt to rally the Shaken 1-6-4 with MG34. Lt. Koch rolls $2d6$ and subtracts 2 from the result since

he is in a hex with a +TM (Light Woods, also the Wall if all fire that can be brought to bear on this hex passes through the Wall hexside, which it does). He rolls a 4, 4, so $8 - 2 = 6$ total, which is less than his Morale of 7, so Lt. Koch rallies. He now attempts to rally the Shaken 1-6-4 with MG34. The rally attempt is $2d6 - 2$ for being in a hex with a +TM - 1 For Lt. Koch's LM, so $2d6 - 3$. He rolls a 6, 4, so $10 - 3 = 7$ total, which is greater than the 1-6-4's Shaken Morale of 5, so it does not rally.

Cpl. Medrow, in hex G6, attempts to rally. He rolls $2d6 - 2$ since he is in a hex with a +TM (Wood/LC Building). He rolls a 5, 2 = $7 - 2 = 5$ total, which is less than his Morale of 6, so he rallies. Cpl. Medrow then picks up the abandoned M1919A4.

Impulse 1

- The 1-6-4 with MG34 in hex D7 moves

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to hex E7 (Forest) for 2 MPs and gets Op Fire from the 2-5-4 in the adjacent hex (F7).

Attacker FP = 1d6 + 2 FP (2-5-4's FP) + 2 FP (adjacent to target's hex) + 1 (target marked with Moved marker). Rolls a 3, so $3 + 5 = 8$

Defender = 1d6 + 2 (TM of Forest). Rolls a 4, so $4 + 2 = 6$.

DC = 1d6 + Attacker total of 8 less Defender total of 6 = 2.

DC = 1d6 + 2.

The 1-6-4 with MG34 rolls a 1, so $1 + 2 = 3$, which is less than the 1-6-4's Morale of 5, so No Effect.

The 1-6-4 with MG34 continues its movement to hex F7 (Wood/LC Building) for 4 MPs (total) and enters Melee with the 2-5-4 Squad. Mark hex with a Melee marker.

German Attack = 1 FP (1-6-4's FP) + 2 FP (MG34's FP) = 3.

US Defender = 2 FP (2-5-4's FP) = 2.

Odds = 3:2 for the German Attacker. Needs a 7 or greater (Kill Number) on a 2d6 to eliminate the 2-5-4. Rolls a 2, 4 = 6, so the 2-5-4 survives.

US Attack = 2 FP (2-5-4's FP) = 2.

German Defender = 1 FP (1-6-4's FP) + 2 FP (MG34's FP) = 3.

Odds = 2:3 for the US Attacker. Needs a 9 or greater (Kill Number) to eliminate the 1-6-4. Rolls a 5, 2 = 7, so the 1-6-4 with MG34 survives.

The hex is locked in Melee. Mark 1-6-4 with MG34 with a Moved Marker. Both units are under the Melee marker.

Impulse 2

- US pass.

Impulse 3

- The German Medic in hex B6 moves to hex C6 (Wood/LC Building) for 2 MPs, then to hex D7 (Wood/LC Building) for 4 MPs and ends its movement there. Mark Medic with a Moved marker.

Impulse 4

- US Pass.

Impulse 5

- The Shaken 1-5-4 in hex E3 Low Crawls to hex D4 (Wood/LC Building) for 2 MPs. Mark Shaken 1-5-4 with a Low Crawl marker.

Impulse 6

- US Pass.

Impulse 7

- The 1-6-4 with MG42 (bipod) in hex D4 moves to hex E4 (Open) for 1 MP, then to hex F5 (Stone/HC Building) for 3 MPs. See the sequence for resolving Events in Section 6.0 Movement. First the 1-6-4 with MG42 (bipod) enters the hex and gains control of the Victory Hex (Flip Control marker to German side). Next, resolve any Fire for Effect (FFE) or Mines, which there are none. Then trigger the Event.

Note: that this is not the Event in the scenario, so it's not spoiled for you; it serves to illustrate some other aspects of the game system, though:

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EVENT

The sound of tank tracks can be heard approaching the battle area. A German StuG III G appears headed to the battle area, with a US Half-squad carrying a Bazooka trailing it. Seeing the dire position of his forces, Cpl Medrow calls-in artillery support. His superiors approve the request and allot a 2-FP Off-board Artillery (OBA) Mission, available immediately.



The StuG III G can enter on any German impulse via hex A4.



The US 1-4-4 Half-squad with Bazooka can enter on any US impulse between hexes A8 and G8, inclusive.

The US player also gets a 2-FP OBA Mission available immediately during any US impulse.

Note: This is not the Event that is included with the Demo Scenario.

Next, any Opportunity Fire takes place, which there is none. Lastly, the 1-6-4 with MG42 (bipod) is still in Good Order, and can continue with any actions, but no other actions are performed, so mark the 1-6-4 with MG42 (bipod) with a Moved marker.

Impulse 8

- Cpl Medrow, in hex G6, takes advantage of the newly obtained OBA Mission and uses this impulse to place a Spotting Round (SR) in hex F5, which is in his LOS. He now rolls a 2d6, the white die determines the number of hexes the SR drifts from the target hex, and the colored die determines the direction of the

drift. Cpl. Medrow rolls a 3 on the white die and a 4 on the colored die; the effects can be seen below:

White Die = 3 + 0 (there are no degrading hexes between Cpl. Medrow and the target hex of F5) - 0 (Cpl. Medrow has a 0 LM) = 3 / 2 = 1. 3 Rounding up = 2-hex drift.

Colored Die = 4. Direction Results: 1 = North (F4), 2 = Northeast (G4), 3 = Southeast (G5), and 4 = South (F6), etc.

So the SR drifts two hexes south of the original target hex of F7, and is moved to hex F7. Hex F7 is still in Cpl. Medrow's LOS so he can shift the SR one hex in any direction that is in his LOS; and he shifts the SR to hex E6. Cpl. Medrow could have also aborted the Mission since it did not land in the hex he originally targeted, but given the dire circumstances, he decides to go ahead with the mission in an attempt to dislodge the Germans in hexes D7 and F7. F7 also has a US unit locked in Melee with a German unit, and will also get attacked by the OBA Mission, but Cpl Medrow takes the chance that his unit will survive the attack. Flip the SR over to the Fire for Effect side (FFE) and resolve all attacks on the target hex and all six (6) adjacent hexes. The Medic in hex D7 is attacked first.

Attack = 1d6 + 2 FP (OBA FP) +1 (Target marked with a Moved marker). Rolls a 4, so 4 + 3 = 7 total.

Defender = 1d6 + 3 (TM of Wood/LC Building). Rolls a 2, so 2 + 3 = 5 total.

DC = 1d6 + Attack total of 7 less Defend total of 5 = 2.

DC = 1d6 + 2.

The Medic rolls a 6, so 6 + 2 = 8, which is greater than the Medic's Morale of 6, but

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less than 2x its Morale, so the Medic is Shaken.

Hex F7 with the German 1-6-4 with MG34 and the US 2-5-4 is the other hex to be attacked by the OBA Mission.

Attack = 1d6 + 2 FP (OBA FP) + 1/+0 (German unit marked with a Moved marker gets a +1 FP, the US 2-5-4 is not marked with a Moved marker so it does not add 1 FP to the attack against it). Rolls a 6, so attack on German 1-6-4 with MG34 is 6 + 3 = 9 total, and attack on US 2-5-4 is 6 + 2 = 8 total.

Defend = 1d6 + 3 (TM of Wood/LC Building). Rolls a 3, so 3 + 3 = 6 total.

DC Germans = 1d6 + Attack total of 9 less Defend total of 6 = 3.

DC = 1d6 + 3.

The German 1-6-4 with MG34 rolls a 4, so 4 + 3 = 7, which is greater than the 1-6-4's Morale of 5, but less than 2x its Morale. Checking the DFT Table for a GO MMC, results in the 1-6-4 with MG34 being Shaken. Flip it to its Shaken side.

DC US = 1d6 + Attack total of 8 less Defend total of 6 = 2.

DC = 1d6 + 2.

The US 2-5-4 rolls a 4, so 4 + 2 = 6, which is equal to its Morale of 6, so No Effect.

The 1-6-4 with MG34 is now a NME unit since it is Shaken, and is in a hex with a GO Enemy MMC, so the 1-6-4 with MG34 is eliminated. The MG34 remains in the hex and is not in the possession of any unit. The US 2-5-4 can pick this MG34 up in the following Rally Phase, if desired.

Mark Cpl. Medrow with an Ops Complete marker.

Impulse 9

- The StuG III G enters at hex A4 (Road) in Open mode and using Assault Move (AM), facing the B4/B5 hexspine for 1 MP. It then moves to hex B5 (Road) for 2 MPs, then to hex C5 (Open) for its third MP expended. It stops movement there to avoid being attacked by the FFE Mission. Mark the StuG III G with an AM marker.

Impulse 10

- The US 1-4-4 Half-squad with Bazooka enters hex G8 (Clear) for 1 MP, then to hex G7 (Wood/LC Building) for 3 MPs, and ends its movement there. Mark 1-4-4 with Bazooka with a Moved marker.

Impulse 11

- Lt. Koch and the Shaken 1-6-4 with MG34 in hex G4 moves to hex F4 (Road + Wall) for 2 MPs, which puts them out of the Movement range of the US 2-5-4 in hex I5 and avoids being eliminated due to being NME. It loses the -2 Rally Modifier for not being in a hex with a +TM though.

Impulse 12

- US pass.

Impulse 13

- German pass.

Impulse 14

- US pass.

Three consecutive passes; the turn ends. Remove all Admin Counters (the Melee marker in F7 as well, since there are not opposing forces together in the hex). The FFE marker is removed since it has been resolved. The Germans gain control of one (1) Victory Hex (F5). Advance the Turn marker to Turn 5. A picture of the situation at the end of Turn 4 can be seen on the next page.

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TURN 5

Determine the Initiative. German player's 1d6 = 1 and the US player's 1d6 = 2. The US player has the initiative on Turn 5.

The 2-5-4 in hex F7 picks up the German MG34.

The German Medic in hex D7 can Self-Rally, so it attempts to rally. The Medic is in a Wood/LC Building that has a +TM and thus can subtract 2 from its Morale Check DR. He rolls 2d6 - 2 and compares the result to its Shaken side Morale of 6. The 2d6 result is 6, 3, so $9 - 2 = 7$ total. The total of 7 is greater than the Shaken Morale of 6, so the Medic does not rally.

The Shaken 1-5-4 in hex D4 with Lt.

Plassmann attempts to rally. It rolls a 2d6 and is able to subtract 2 from the 2d6 since it is in a hex with a +TM. It can also subtract 1 from the 2d6 due to Lt. Plassmann's LM, for a 2d6 - 3. The 1-5-4 rolls a 6, 5 = 11, so $11 - 3 = 8$, which is greater than the 1-5-4's Shaken Morale of 5, so it does not rally.

The Shaken 1-6-4 with MG34 in hex F4 can attempt to rally since Lt. Koch is in its hex. Its roll is 2d6 - 1 (Lt. Koch's LM). The 1-6-4 with MG34 rolls a 1, 3 = 4, so $4 - 1 = 3$, which is less than the Shaken Morale of 5, so the 1-6-4 with MG34 rallies.

Impulse 1

- US pass

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Impulse 2

- The StuG III G AMs from hex C5 to hex D6 (Road) for 1 MP, then to hex E5 (Road) for 2 MPs, then to hex F6 (Open) for 3 MPs, and ends its movement there. Place an AM marker on the StuG III G. It then decides to fire on hex G6, at Cpl Medrow and the M1919A4. It fires its machine gun first.

Attacker FP = 1d6 + 2 FP (MG's FP) +2 (target is adjacent) - 2 (vehicle-mounted MG firing after AM). Rolls a 1, so 1 + 2 = 3 total.

Defender = 1d6 + 3 (TM of Wood/LC Building). Rolls a 4, so 4 + 3 = 7 total.

Defender's total is greater than Attacker's total, so No Effect.

Next, the StuG III G will fire its main gun at hex G6.

To-Hit Number = 9 (from the back of the StuG III G's counter at Range 7 or less)

Die-Roll Modifiers = - 1 (vehicle is Open) + 2 (mounted on a vehicle using AM) - 2 (target adjacent) + 3 (TM of Wood/LC Building) = +2.

Roll 2d6 + 2 and the result needs to be less than or equal to the to-hit number of 9. Rolls a 2, 2 = 4, and so 4 + 2 = 6, which is less than the TH of 9, so target is hit.

Attacker FP = 1d6 + 3 FP (HE-equivalent of StuG III G). Rolls a 2, so 2 + 3 = 5 total. Defender = 1d6 (the TM of the Defender's hex is not added to this 1d6 since it was factored into the to-hit roll). Rolls a 4 total.

DC = 1d6 + Attacker total of 5 less Defender total of 4.

DC = 1d6 + 1. Rolls a 3, so 3 + 1 = 4, which

is less than Cpl Medrow's Morale of 6, so No Effect.

Placed a Fired marker on the StuG III G.

Place a -1 Acquisition A Marker on Cpl Medrow in Hex G6, and an Acquiring A Marker on the StuG IIIG in Hex F6.

Impulse 3

- The 2-5-4 with MG34 in hex F7 decides to attempt a Close Assault (CA) on the StuG III G in hex F6, since there are NME units in the hex with the StuG III G. The 2-5-4 takes a pre-assault Morale Check (MC). The MC = 2d6 - 2 (subtracts 2 from the MC 2d6 since it is entering the CA hex from a hex with a +TM, a Wood/LC Building in this case). Rolls a 3, 4 = 7, so 7 - 2 = 5, which is less than the 2-5-4's Morale of 6; it passes the MC and is able to CA the StuG III G. Move the 2-5-4 with MG34 into hex F6 with the StuG III G.

Attacker FP = 1d6 + 2 FP (2-5-4 FP) +0 FP (no LM) + 0 FP (no HE-equivalent Support Weapons present). Rolls a 5, so 5 + 2 = 7 total.

Defender = 1d6 + 2 (Lowest Armor Factor). Rolls a 2, so 2 + 2 = 4 total.

The Attacker total of 7 is greater than the Defender total of 4, so the StuG III G is destroyed. Place a Wreck marker on the StuG III G (The crew is also eliminated). Place a Melee marker on the hex.

Remove the -1 Acquisition Marker in Hex FG6, and the Acquiring A Marker in Hex F6.

Impulse 4

- Lt. Koch and the 1-6-4 with MG34 in Hhex F4 DT move to hex E4 (Road) for 1 MP, then to hex E5 (Road) for 2 MPs, then to hex E6 (Clear) for 3 MPs, then

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to hex F7 (Wood/LC Building) for 5 MPs, and end their movement there. The Germans now control this Victory Hex. Flip the Control marker over to the German control side. The US player decides to Op Fire on Lt. Koch and the 1-6-4 with MG34 with the 1-4-4 with Bazooka in hex G7. Since the 1-4-4 is a Half-squad, it can either Fire using its IFP or use the Bazooka, but not both. It decides to fire with its IFP of 1 FP.

Attacker FP = 1d6 + 1 FP (1-4-4 FP) + 2 (target is adjacent) + 1 (target marked with a Moved marker). Rolls a 3, so 3 + 4 = 7 total.

Defender = 1d6 + 3 (TM of Wood/LC Building). Rolls a 6, so 6 + 3 = 9 Total.

Defender total of 9 is greater than Attacker total of 7, so No Effect.

Mark 1-4-4 with Bazooka with a Fired marker.

Since Lt. Koch and the 1-6-4 with MG34 spent 2 MPs moving into hex F7, it can be Op Fired on two (2) times, once per MP spent, so Cpl. Medrow with the M1919A4 in hex G6 also Op Fires on Lt. Koch and the 1-6-4 with MG34 in hex F7.

Attacker FP = 1d6 + 1 FP (0 FP of M1919A4 since being fired by a lone SMC) + 1 (target marked with a Moved marker) + 2 (target is adjacent). Rolls a 6, so 6 + 4 = 10 total.

Defender = 1d6 + 3 (TM of Wood/LC Building). Rolls a 4, so 4 + 3 = 7 total.

DC = 1d6 + Attacker total of 10 less Defender total of 7 = 3.

DC = 1d6 + 3.

Lt. Koch rolls a 2, so 2 + 3 = 5, which is less than his Morale of 7, so No Effect

on Lt. Koch. The 1-6-4 with MG34 rolls a 6, so 6 + 3 - 1 (Lt. Koch's LM since he passed his DC) = 8 and is greater than the 1-6-4's Morale of 5, but less than 2x its Morale. Checking the DFT Table for a GO MMC, results in the 1-6-4 with MG34 being Shaken. Flip it over to its Shaken side.

Mark Cpl. Medrow with a Fired marker.

Mark Lt. Koch and the 1-6-4 with MG34 with a Moved marker.

Impulse 5

- US pass.

Impulse 6

- German pass.

Impulse 7

- US pass.

Three consecutive passes ends the turn. Remove all Admin Markers and advance the Turn marker to Turn 6. A picture of the situation at the end of Turn 5 can be seen on the next page.



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TURN 6

Determine the initiative. German player's $1d6 = 2$; US player's $1d6 = 1$. The German player has the initiative on Turn 6.

The German Medic in hex D7 can Self-Rally, so it attempts to rally. The Medic is in a Wood/LC Building that has a +TM, so the Medic can subtract 2 from his Morale Check DR. The Medic rolls $2d6 - 2$, and compares the result to his Shaken side Morale of 6. The $2d6$ result is 4, 1, so $5 - 2 = 3$ total. The total of 3 is less than the Shaken Morale of 6, so the Medic rallies.

The Shaken 1-5-4 in hex D4 with Lt. Plassmann attempts to rally. It rolls $2d6$ and is able to subtract 2 from the result since it is in a hex with a +TM. It also subtracts 1 from the $2d6$ due to Lt. Plassmann's LM.

It rolls $2d6 - 3$. The 1-5-4 rolls a 5, 5 = 10, so $10 - 3 = 7$, which is greater than the 1-5-4's Shaken Morale of 5, so it does not rally.

The Shaken 1-6-4 with MG34 in hex F7 can attempt to rally since Lt. Koch is in its hex. It will be a $2d6 - 3$ (-1 for Lt. Koch's LM and -2 for being in a hex with a +TM (Wood/LC Building)). The 1-6-4 with MG34 rolls a 1, 3 = 4, so $4 - 3 = 1$, which is less than its Shaken Morale of 5, so the 1-6-4 with MG34 rallies. The 1-6-4 with MG34 transfers the MG34 to Lt. Koch.

Impulse 1

- It is a dire situation for the Germans. The 1-6-4 in hex F7 enters hex G7 (Wood/LC Building) for 2 MPs and enters Melee with the 1-4-4 with Bazooka.

German Attacker = 1 FP (1-6-4's FP)

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US Defender = 1 FP (1-4-4's FP)

Odds = 1:1 - Germans need to roll equal to or greater than an 8 to eliminate the US 1-4-4. Rolls a 3, 5 = 8. The US 1-4-4 is eliminated, but it gets to counterattack first.

US Attacker = 1 FP (1-4-4's FP).

German Defender = 1 FP (1-6-4's FP).

Odds = 1:1 - US player needs to roll equal to or greater than an 8 to eliminate the German 1-6-4. Rolls a 2, 2 = 4, which does not eliminate the German 1-6-4.

Remove the US 1-4-4 from play; the Germans take control of hex G7 since there are NME US units left in the hex. Flip the Control marker to the German side. Place a Melee marker on the hex. Place a Moved marker on the German 1-6-4.

Impulse 2

- The 2-5-4 with MG34 in hex F6 moves to hex F7 (Wood/LC Building) for 2 MPs and enters Melee with Lt. Koch and the MG34.

US Attacker = 2 FP (2-5-4's FP) + 2 FP (MG34's FP) = 4 FP

German Defender = 1 FP (1/2 FP of MG34 since firing by a lone SMC).

Odds = 4:1 - US player needs roll equal to or greater than a 4 to eliminate Lt. Koch. Rolls a 5, 5 = 10, so Lt. Koch is eliminated.

German Attacker = 1 FP (1/2 of MG34's FP since firing by a lone SMC)

US Defender = 2 FP (2-5-4's FP) + 2 FP (MG34's FP) = 4 FP

Odds = 1:4, so use the 1:3 Column - German player needs an 11 or more to eliminate the 2-5-4. The German player gets a

+1 DRM for Lt. Koch's LM. Rolls a 2, 1 = 3 + 1 DRM = 4, which is far less than 11, so the 2-5-4 survives. Remove Lt. Koch from the Map. The US player regains control of hex F7. Flip the Control marker to the US side. Mark the 2-5-4 with a Moved marker and the hex with a Melee marker.

Impulse 3

- The only US unit left that can gain control of a hex is the 2-5-4 in hex I5, so the 1-6-4 with MG42 (bipod) attempts to enter Melee with the 2-5-4 in hex I5. The 1-6-4 with MG42 (bipod) in hex F5 moves to hex G5 (Road) for 1 MP and gets Op Fired on from Cpl. Medrow with the M1919A4 in hex G6.

Attacker FP = 1d6 + 1 FP (1/2 FP of M1919A4 since being fired by a lone SMC) + 1 (target marked with a Moved marker) + 2 (target is adjacent). Rolls a 4, so 4 + 4 = 8 total.

Defender = 1d6. Rolls a 1 total.

DC = 1d6 + Attacker total of 8 less Defender total of 1 = 7.

DC = 1d6 + 7.

The 1-6-4 with MG42 (bipod) rolls a 5, so 5 + 7 = 12, which is greater than 2x the 1-6-4's Morale of 5, but less than 3x its Morale of 5. Checking the DFT Table for a GO MMC results in the 1-6-4 being Shaken and Casualties/Reduced. The 1d6 roll for reduction results in a 1. Result is odd, so replace the 1-6-4 with a 1-5-4 and flip it to its Shaken side. Mark Shaken 1-5-4 with a Moved marker.

No other German moves can affect the outcome of the scenario, and the US player cannot gain control of any other Victory Hexes, so the scenario ends with a US Victory.

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US Controls hexes F7/G6/I5/I6/J5 = 5
Victory Hexes

Germans Control hexes F5 and G7 = 2
Victory Hexes.

A picture of the situation at the end of Turn 6, and the end of the scenario can be seen above.

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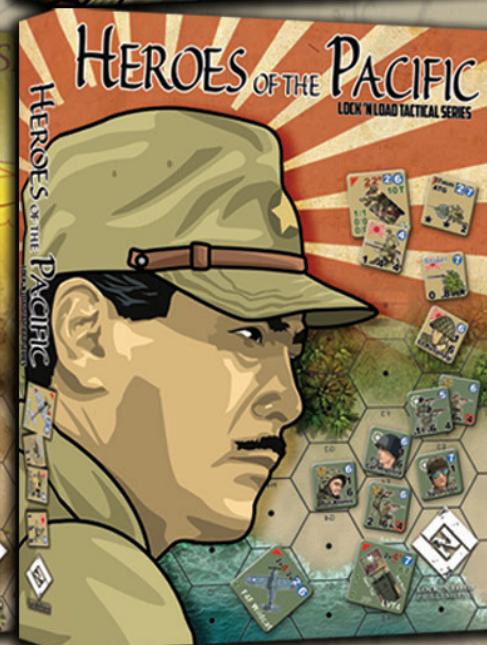
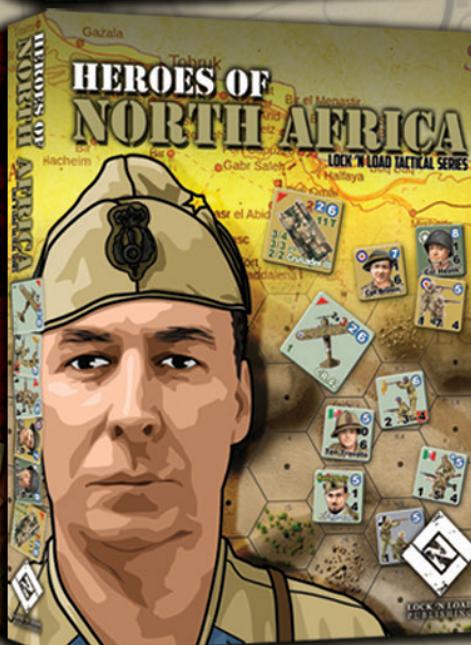
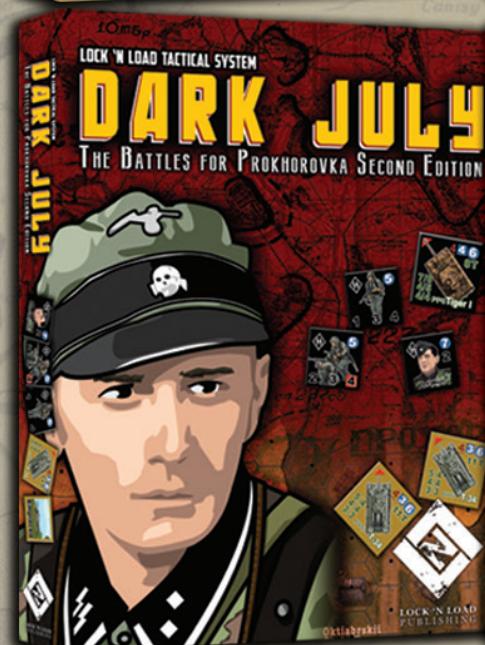
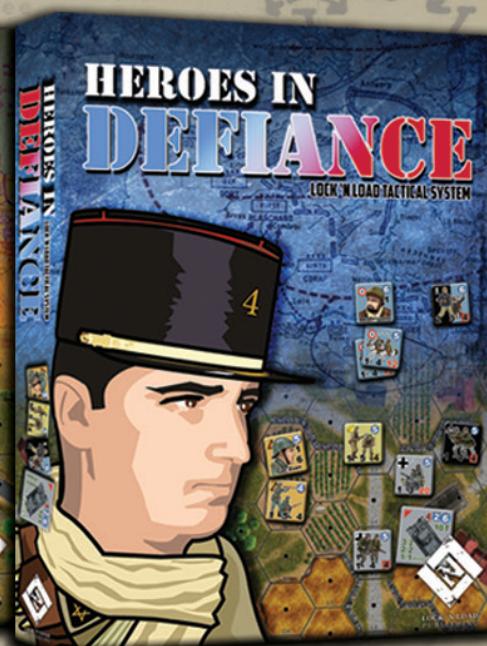
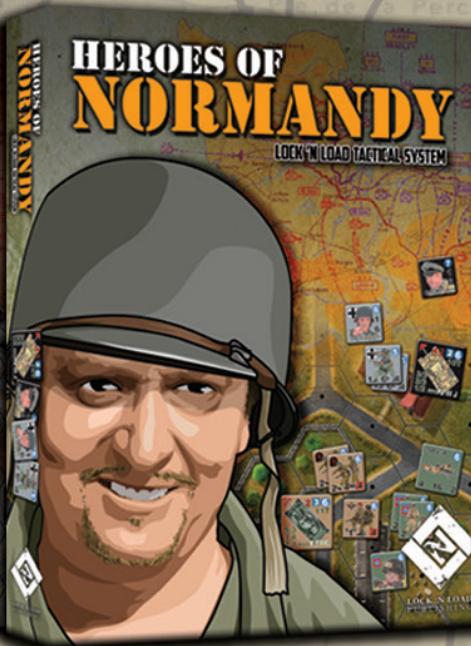
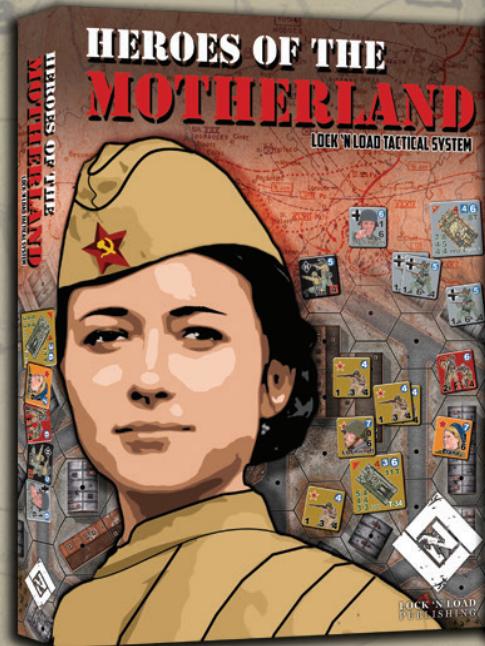
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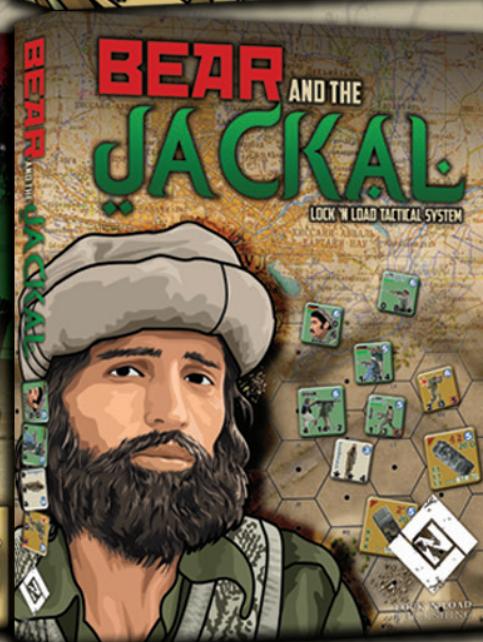
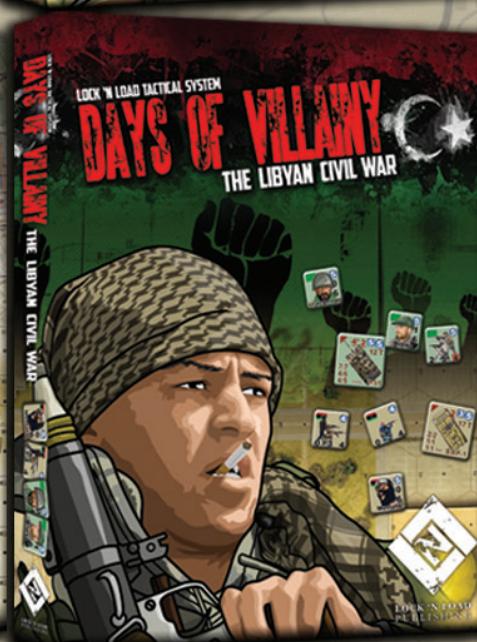
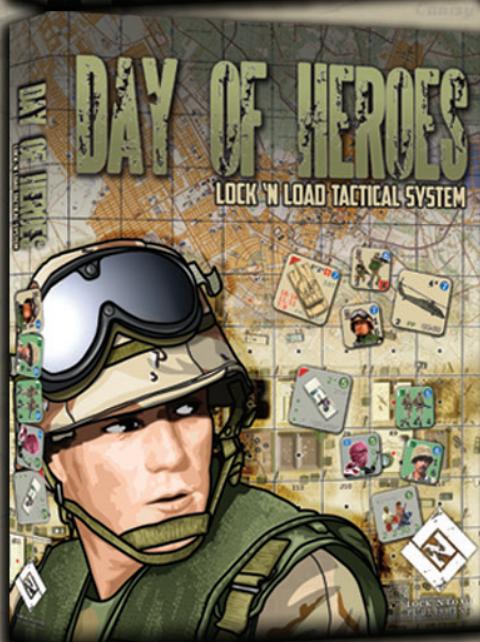
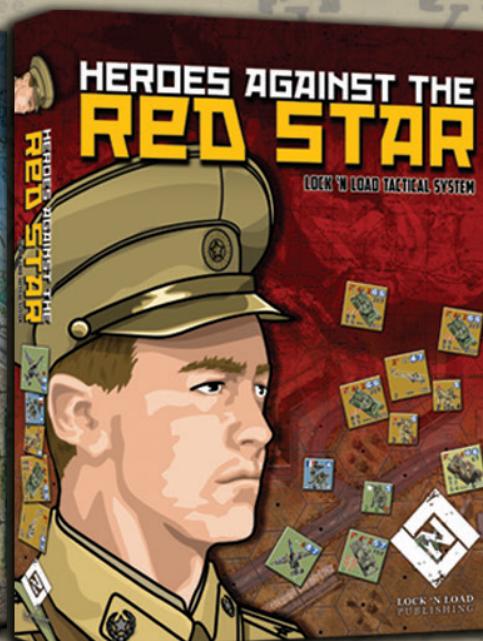
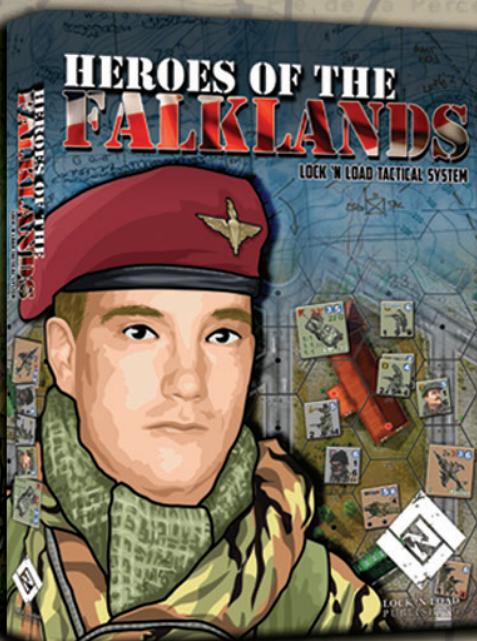
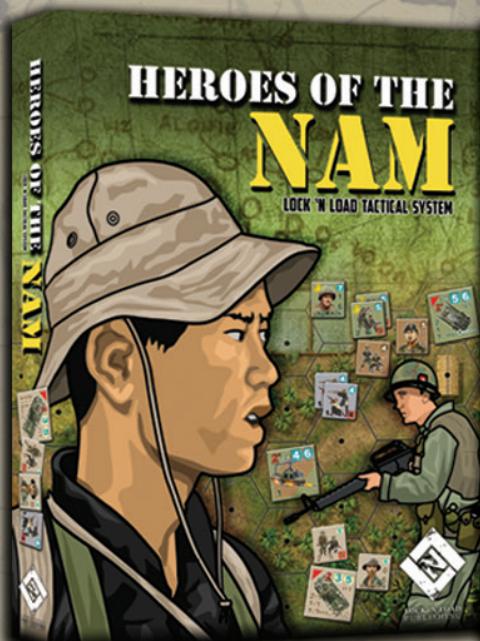
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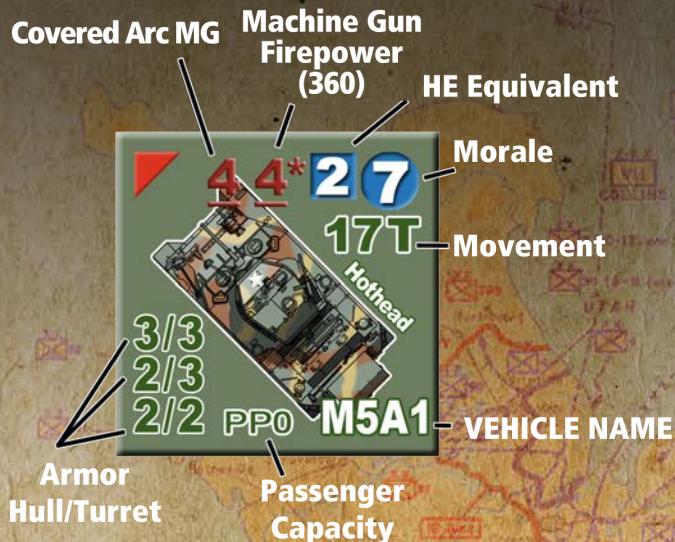
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